

MARK OSBORNE

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Objective

Lighting TD

Experience

Rhythm & Hues

January 2010 – April 2010

Lighting TD

Using Houdini and Mantra

- Marmaduke

Lead Lighting TD

Using Rhythm's proprietary software and renderer

- Aliens in the Attic
- Alvin and the Chipmunks 2

February 2009 - December 2009

Lighting TD

Using Rhythm's proprietary software and renderer

- The Golden Compass
- The Incredible Hulk
- Night at the Museum 2

May 2007 - January 2009

Lighting TD Apprentice

Using Rhythm's proprietary software and renderer

- Night at the Museum

June 2006 – September 2006

Design Studio Press

Scene Setup and Lighting TD

Using Maya and mental ray

- Swipeout Battle Racing

January 2007 – April 2007

Education

Gnomon School of Visual Effects, Hollywood, CA 2004 - June 2006

Two-year Certificate Graduate in High-end CG

Educated using Maya and focus in Lighting

Indiana University, Bloomington, IN 2000-2004

Bachelor of Arts

Major in Studio Art, Minor in Art History

Traditional Skills

Oil and acrylic painting, figurative, still life and concept drawing, figurative sculpture